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(54) Method for determining the attenuation of a PCM signal over a digital channel

(57) A method of determining digital channel attenuation; comprising the steps of: receiving a known training sequence of PCM codes, which PCM codes are subjected to the attenuation within the digital channel; quantizing the received known training sequence of PCM codes according to a predetermined thresholding procedure; identifying identical PCM codes created as a result of the thresholding procedure; and, determining the attenuation of the digital channel based upon the identification of identical PCM codes. A method is also disclosed for determining a digital channel PCM code transformation comprising receiving a known training sequence of PCM codes, which PCM codes are subjected to the PCM code transformation within the digital channel, quantizing the received known training sequence of PCM codes according to a predetermined thresholding procedure, and determining the transformation of transmitted codes to those received. A method is also disclosed for improved echo cancellation in a communications network having an analog and a digital modem, comprising saving codes transmitted from the digital modem to the analog modem for echo cancellation, transforming, by a mapping table, codes transmitted from said digital modem to codes received by the analog modem, and, using the received codes as a reference signal for cancellation of echo. A method of improved spectral shaping using a transmit shaping transfer function in a communications network having an analog and a digital modem, comprising, transforming, by a mapping table, codes transmitted from the digital modem to codes received by the analog modem,

using the received codes for transformation to their linear value equivalent representations, and, applying the linear value representations to the transmit shaping transfer function.

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Description

Field of the Invention

This invention pertains generally to modem technology, more specifically to PCM modem technology, and more specifically, to a method for the discovery of the digital attenuation from a set of received PCM samples corresponding to a known set of transmit PCM samples.

Background of the Invention

This invention provides a method for the discovery of the digital attenuation from set of received pulse code modulation (PCM) samples corresponding to a known set of transmit PCM samples. The principal feature set used is the knowledge of which received PCM codes have become indistinguishable (i.e., are identical) as a result of the attenuation mapping. An alternative but equivalent feature set would be use of the absent received PCM codes.

The question of digital attenuation PAD mapping has been raised at recent meetings of the Telephone Industry of America (TIA) PCM Modem Ad-hoc Committee. Many participants have been hoping for a single industry standard mapping solution. We provide a solution, which will allow PCM modems to function properly throughout the entire telephone network including with private telephone equipment (PBX's and key systems).

TIA 464A

TIA 464A is the industry standard plan for private telephone equipment. Among other recommendations, this specification provides the recommended losses between T1 lines and other devices. If a PBX is designed according to the loss-plan specification as outlined in sections 4.8.4 and 4.8.5 of 464A, then it should not be necessary to attenuate the PCM on incoming T1 lines for on-premise (ONS) connections, since the recommended 3-dB loss is typically implemented in the analog circuitry of the ONS codec.

However, Inter-Tel's experience with customers using T1 lines suggests that the recommended 3-dB of insertion loss is inadequate and that T1 attenuation pads are indeed necessary. While the standard -3 and -6 dB pads are usually adequate, Inter-Tel has provided a wider-range of insertion loss as options for PBX customers. Inter-Tel has implemented digital gain control on its T1 line cards using two different methods:

- ROM-based mapping
- DSP-based algorithm

ROM Based Mapping

Inter-Tel first implemented attention pads via an EPROM circuit, which used the incoming PCM code as 8 bits of an address and additional address bits selecting the attenuation in 1 dB increments. The output of the EPROM was the attenuated digital PCM code. In this implementation, the attenuation range covered from 0 dB to -12 dB in 1 dB steps.

Experience with customers shows that 0 to -6 dB seems to be the most-often used range of T1 pad values. Taking into account the fixed 3-dB of loss included with our ONS card, the net insertion loss for to Digital CO connection is then -3dB to -9dB, which mimics well the typical net losses experienced by customers on ONS to Analog CO connections.

All attenuation tables in the EPROM preserved the LSB of the PCM to preserve the state of the Robbed Bit Signaling (RBS), if present. However, the preservation of the LSB is unnecessary if no RBS information passes through the ROM-based gain control circuitry.

The ROM-based look-up tables were generated by a custom C program using the following algorithm:

1. Expand incoming 8-bit, u-Law PCM to corresponding 14-bit, signed integer linear value, x
2. Calculate output, y, based on equation: $y = \text{INT} [x \cdot 10^{(\text{gain}/20)}] + 0.500$
3. Compress y back into its corresponding 8-bit u-Law value using G.711 decision values.

In addition to performing u-Law to u-Law digital gain control (DGC) through look-up tables, the EPROM also performs DGC through look-up tables for the following compression schemes:

- u-Law-to-A-law
- A-law-to-u-Law
- A-law-to-A-law

DSP Based Mapping

With the advent of DSP's, for their greater flexibility, the latest implementation uses the Analog Devices 21xx fixed point family of processors. The PCM codes are converted to/from linear values by the ADSP-21xx internal companding hardware. Inter-Tel's algorithm normalizes the linear value before applying the attenuation multiplier. The attenuation is selectable as a linear 1.15 fractional multiplier. The user interface selects the attenuation in fixed, 1-dB steps over a similar range as the previous implementation. The user configured dB attenuation is converted to the linear fractional multiplier by an algorithm. Moreover, the instructions in the Analog Devices DSP can use unbiased rounding, truncation and in newer family members, biased rounding. Inter-Tel's implementation uses the unbiased rounding option (RND) during the MAC instruction. This flexibility in rounding and truncation obviously can have a substantial effect on the actual attenuation mapping, with the additional caveat of having potentially different mappings for positive and negative PCM codes.

Detailed Description of the Preferred EmbodimentDetection of the Feature Set

After a receiver's equalizer has been trained, a known transmit sequence of PCM codes can be sent and received using either all or a useful subset of PCM codes. (This sequence may need to be sent multiple times to cover all 6 or 12 bit positions in a robbed bit signaling system.) The receiver can save the linear values for each received PCM code. From the known step size between adjacent PCM codes, the receiver can determine those PCM samples that it received which are indistinguishable. The indistinguishable samples arise from two transmit PCM codes which when scaled by the same attenuation and quantized according to a thresholding procedure create identical PCM codes.

An example taken from the attached attenuation table (pages A1-A2) which shows the attenuation for each uLaw PCM code when it is transformed by shifting from 1 to 26 codes numerically.

Example:

Transmitted		Received shifted by 1 PCM code			
uLaw	Linear	uLaw	Threshold	Attenuation	dB
129	7775	129	7647	0.983537	-0.14419
128	8031		7903	0.984062	-0.13955

Processing of Indistinguishable PCM Codes

The processing of the feature set relies on knowledge of the coding law (uLaw or Alaw) used. In practice, it is necessary to consider the preciseness of the numerics used in the attenuation process. Suggestions for accommodating implementation deviations is discussed in a later section. The attached C language source code provided as part of this application (pages B1- B21) implements a demonstration of the identification procedure indistinguishably codes. The basic algorithm is the following:

1. For each indistinguishable PCM code received, the original pair of transmitted PCM codes can be determined since the PCM codes are sent in a known training sequence. A set of indistinguishable transmitted PCM code pairs are determined from this training sequence.
2. For the first indistinguishable PCM code pair, determine the minimum attenuation required for the larger transmitted PCM code to be attenuated to a number of successive lower PCM codes. (A set of 30 successive lower PCM codes would be sufficient to cover an attenuation range of approximately 11 dB.) Then determine the maximum attenuation permitted for the smaller transmitted PCM code to be attenuated to the same successive lower PCM codes. (Minimum attenuation is numerically closer to one, i.e., a lesser attenuation, while a maximum attenuation is a greater attenuation.) If the maximum attenuation is a smaller attenuation than the minimum attenuation, discard the attenuation range as it represents a missing code rather than an indistinguishable code. The minimum and maximum attenuations for each successive lower PCM code forms an initial set of candidate attenuation ranges.
3. For each successive indistinguishable transmit PCM code pair, another set of possible attenuation ranges is determined using the procedure as described in Step 2. Each element of the candidate attenuation range set cre-

ated in Step 2 is searched for either full or partial overlap with any element of the possible attenuation range set. (In case of partial overlap, the attenuation range in the candidate set can be reduced for refined attenuation accuracy.) In case of no overlap, the candidate attenuation range should be discarded. The discard occurs because two different indistinguishable codes must arise from the same linear transformation.

4. Step 3 is repeated for successive pairs of indistinguishable transmit PCM code pairs until either a) the set of candidate attenuation ranges is reduced to a single range or b) all the pairs of indistinguishable transmit PCM code pairs have been processed.

In the first case, the actual attenuation is bounded by the single remaining attenuation range. We can say it is the detected attenuation can be the average of the high and low attenuations. Alternatively, if the history of each overlapping attenuation range is maintained (or regenerated) a probabilistic approach of determining a weighted median value for determining the detected attenuation can be implemented.

For the second case where the attenuation appears to remain non-unique, the set of candidate attenuation ranges can be used to determine multiple sets of indistinguishable PCM code pairs can be determined for each candidate attenuation. The generated sets of indistinguishable PCM code pairs can then be matched with the original received set. The generated set using the correct attenuation should match nearly identically if not identically. The sets corresponding to incorrect potential attenuations would generate significant number of additional pairs of indistinguishable PCM code pairs or have missing indistinguishable PCM code pairs. Thus the correct detected attenuation can still be determined using this procedure. (Multiple candidate attenuations appear to arise from attenuations of 6 dB or greater combined with the decreasing step sizes used in with uLaw or Alaw companding.)

Processing of Missing PCM Codes

The procedure described above for using indistinguishable PCM codes to determine the attenuation can be adapted to operate with missing received PCM codes. The transmitted PCM codes corresponding each of the received PCM codes around the missing PCM code can be determined. Follow the same algorithm except that the minimum and maximum attenuations are exchanged in the algorithms. In other words, the larger transmitted PCM code produces the maximum attenuation and the smaller transmitted PCM code produces the minimum attenuation. With this adaptation, the algorithm described remains essentially the same.

Example:

Transmitted		Received shifted by 1 PCM code			
uLaw	Linear	uLaw	Threshold	Attenuation	dB
144	3999	144	3935	0.983996	-0.14013
143	4191		4063	0.969458	-0.26942

Other Variations

For robustness with real signals corrupted by noise, it may be desirable to allow a certain number of pairs of indistinguishable PCM codes not to match a candidate range. An alternative to simply dropping a candidate attenuation range would be to use a probabilistic greatest likelihood model for selection of the detected attenuation.

Furthermore, given that implementers of digital attenuation pads may understand and implement the mapping process slightly differently (i.e., use of G.711 threshold values or average between PCM codes) and allow various inaccuracies in the numerical operations (numeric representation, rounding, truncation, etc.), each candidate attenuation range may need to be broadened to make overlap again more likely. The broadening can be by a fixed value or a relative amount about the attenuation computed. The previous suggestion of discarding a certain number of pairs of indistinguishable PCM codes also addresses this problem as very few pairs are likely to be affected by these numerical inaccuracies.

As for digital attenuation pads that pass through the robbed bit signaling (RBS) information, the algorithms presented can also be applied except that the indistinguishable transmit PCM code pairs will be separated by one code and a second indistinguishable transmit PCM code pair will be adjacent. The candidate attenuation ranges become bigger, but still can be matched by the procedures presented in this invention.

The procedures described in this invention suggest a robust manner to identify the digital channel attenuation

though the use of received PCM codes corresponding to a known transmit PCM code sequence. The use of such an algorithm would be necessary when the FCC permits the channel power to be increased in compensation for the systematic digital attenuations.

We further suggest that knowledge of the exact received PCM code set may be preferred by both the analog and digital PCM modems. Echo cancellation in the digital PCM modem may operate with incrementally better performance with the knowledge of actual PCM codes presented to the Codec. The receiver's desired spectral shaping can be more precisely honored by having the transmitter use the knowledge of the actual PCM codes presented to the Codec in the shaping function implementation, then reversely mapping the PCM code after shaping to the transmit PCM code to be sent.

The exclusive use of pre-identified attenuation table mappings would make the PCM modem technology incapable of operating with existing private telephone equipment. It is recommended that the attenuation pad mappings be discovered for each connection.

Claims

1. A method of determining digital channel attenuation, comprising:

receiving a known training sequence of PCM codes, which PCM codes are subjected to said attenuation within said digital channel;
quantizing said received known training sequence of PCM codes according to a predetermined thresholding procedure;
identifying identical PCM codes created as a result of said thresholding procedure; and,
determining said attenuation of the digital channel based upon said identification of identical PCM codes.

2. A method of determining digital channel attenuation, comprising:

receiving a known training sequence of PCM codes, which PCM codes are subjected to said attenuation within said digital channel;
quantizing said received known training sequence of PCM codes according to a predetermined thresholding procedure;
identifying PCM codes omitted as a result of said thresholding procedure; and,
determining said attenuation of the digital channel based upon said identification of omitted PCM codes.

3. A method of determining a digital channel PCM code transformation comprising:

receiving a known training sequence of PCM codes, which PCM codes are subjected to said PCM code transformation within said digital channel;
quantizing said received known training sequence of PCM codes according to a predetermined thresholding procedure; and
determining the transformation of transmitted codes to those received.

4. A method of improved echo cancellation in a communication network having an analog and a digital modem, comprising:

saving codes transmitted from said digital modem to said analog modem for echo cancellation;
transforming, by a mapping table, codes transmitted from said digital modem to codes received by said analog modem; and
using said received codes as a reference signal for cancellation of echo.

5. A method of improved spectral shaping using a transmit shaping transfer function in a communications network having an analog and a digital modem, comprising:

transforming, by a mapping table, codes transmitted from said digital modem to codes received by said analog modem;
using said received codes for transformation to their linear value equivalent representations; and,
applying said linear value representations to said transmit shaping transfer function.

uLaw Linear	by 1	by 2	by 3	by 4	by 5	by 6	by 7	by 8	by 9	by 10	by 11	by 12	by 13	by 14	by 15	by 16	by 17	by 18	by 19	by 20	by 21	by 22	by 23	by 24	by 25	by 26
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BNSDOCID: <EP__0871303A2_I_>

191	495	-0.26539	0.56048	-0.86585	-1.20236	1.53114	1.87265	-2.26183	-2.65586	-3.19121	-3.81639	-4.26235	-4.73447	-5.16311	-5.57022	-5.95137	-6.30254	-6.62025	-6.90134	-7.14161	-7.34759	-7.51524	-7.64028	-7.72744	-7.77444	-7.79028	-7.77134	-7.71444	-7.54208	-7.26134	-6.87134	-6.37134	-5.76134	-5.04134	-4.22134	-3.30134	-2.28134	-1.16134	0.15866	1.47866	2.79866	4.11866	5.43866	6.75866	8.07866	9.39866	10.71866	12.03866	13.35866	14.67866	15.99866	17.31866	18.63866	19.95866	21.27866	22.59866	23.91866	25.23866	26.55866	27.87866	29.19866	30.51866	31.83866	33.15866	34.47866	35.79866	37.11866	38.43866	39.75866	41.07866	42.39866	43.71866	45.03866	46.35866	47.67866	48.99866	50.31866	51.63866	52.95866	54.27866	55.59866	56.91866	58.23866	59.55866	60.87866	62.19866	63.51866	64.83866	66.15866	67.47866	68.79866	70.11866	71.43866	72.75866	74.07866	75.39866	76.71866	78.03866	79.35866	80.67866	81.99866	83.31866	84.63866	85.95866	87.27866	88.59866	89.91866	91.23866	92.55866	93.87866	95.19866	96.51866	97.83866	99.15866	100.47866	101.79866	103.11866	104.43866	105.75866	107.07866	108.39866	109.71866	111.03866	112.35866	113.67866	114.99866	116.31866	117.63866	118.95866	120.27866	121.59866	122.91866	124.23866	125.55866	126.87866	128.19866	129.51866	130.83866	132.15866	133.47866	134.79866	136.11866	137.43866	138.75866	140.07866	141.39866	142.71866	144.03866	145.35866	146.67866	147.99866	149.31866	150.63866	151.95866	153.27866	154.59866	155.91866	157.23866	158.55866	159.87866	161.19866	162.51866	163.83866	165.15866	166.47866	167.79866	169.11866	170.43866	171.75866	173.07866	174.39866	175.71866	177.03866	178.35866	179.67866	180.99866	182.31866	183.63866	184.95866	186.27866	187.59866	188.91866	190.23866	191.55866	192.87866	194.19866	195.51866	196.83866	198.15866	199.47866	200.79866	202.11866	203.43866	204.75866	206.07866	207.39866	208.71866	210.03866	211.35866	212.67866	213.99866	215.31866	216.63866	217.95866	219.27866	220.59866	221.91866	223.23866	224.55866	225.87866	227.19866	228.51866	229.83866	231.15866	232.47866	233.79866	235.11866	236.43866	237.75866	239.07866	240.39866	241.71866	243.03866	244.35866	245.67866	246.99866	248.31866	249.63866	250.95866	252.27866	253.59866	254.91866	256.23866	257.55866	258.87866	260.19866	261.51866	262.83866	264.15866	265.47866	266.79866	268.11866	269.43866	270.75866	272.07866	273.39866	274.71866	276.03866	277.35866	278.67866	280.00000	281.31866	282.63866	283.95866	285.27866	286.59866	287.91866	289.23866	290.55866	291.87866	293.19866	294.51866	295.83866	297.15866	298.47866	299.79866	301.11866	302.43866	303.75866	305.07866	306.39866	307.71866	309.03866	310.35866	311.67866	312.99866	314.31866	315.63866	316.95866	318.27866	319.59866	320.91866	322.23866	323.55866	324.87866	326.19866	327.51866	328.83866	330.15866	331.47866	332.79866	334.11866	335.43866	336.75866	338.07866	339.39866	340.71866	342.03866	343.35866	344.67866	345.99866	347.31866	348.63866	349.95866	351.27866	352.59866	353.91866	355.23866	356.55866	357.87866	359.19866	360.51866	361.83866	363.15866	364.47866	365.79866	367.11866	368.43866	369.75866	371.07866	372.39866	373.71866	375.03866	376.35866	377.67866	378.99866	380.31866	381.63866	382.95866	384.27866	385.59866	386.91866	388.23866	389.55866	390.87866	392.19866	393.51866	394.83866	396.15866	397.47866	398.79866	400.11866	401.43866	402.75866	404.07866	405.39866	406.71866	408.03866	409.35866	410.67866	411.99866	413.31866	414.63866	415.95866	417.27866	418.59866	419.91866	421.23866	422.55866	423.87866	425.19866	426.51866	427.83866	429.15866	430.47866	431.79866	433.11866	434.43866	435.75866	437.07866	438.39866	439.71866	441.03866	442.35866	443.67866	444.99866	446.31866	447.63866	448.95866	450.27866	451.59866	452.91866	454.23866	455.55866	456.87866	458.19866	459.51866	460.83866	462.15866	463.47866	464.79866	466.11866	467.43866	468.75866	470.07866	471.39866	472.71866	474.03866	475.35866	476.67866	477.99866	479.31866	480.63866	481.95866	483.27866	484.59866	485.91866	487.23866	488.55866	489.87866	491.19866	492.51866	493.83866	495.15866	496.47866	497.79866	499.11866	500.43866	501.75866	503.07866	504.39866	505.71866	507.03866	508.35866	509.67866	510.99866	512.31866	513.63866	514.95866	516.27866	517.59866	518.91866	520.23866	521.55866	522.87866	524.19866	525.51866	526.83866	528.15866	529.47866	530.79866	532.11866	533.43866	534.75866	536.07866	537.39866	538.71866	540.03866	541.35866	542.67866	543.99866	545.31866	546.63866	547.95866	549.27866	550.59866	551.91866	553.23866	554.55866	555.87866	557.19866	558.51866	559.83866	561.15866	562.47866	563.79866	565.11866	566.43866	567.75866	569.07866	570.39866	571.71866	573.03866	574.35866	575.67866	576.99866	578.31866	579.63866	580.95866	582.27866	583.59866	584.91866	586.23866	587.55866	588.87866	590.19866	591.51866	592.83866	594.15866	595.47866	596.79866	598.11866	599.43866	600.75866	602.07866	603.39866	604.71866	606.03866	607.35866	608.67866	610.00000	611.31866	612.63866	613.95866	615.27866	616.59866	617.91866	619.23866	620.55866	621.87866	623.19866	624.51866	625.83866	627.15866	628.47866	629.79866	631.11866	632.43866	633.75866	635.07866	636.39866	637.71866	639.03866	640.35866	641.67866	642.99866	644.31866	645.63866	646.95866	648.27866	649.59866	650.91866	652.23866	653.55866	654.87866	656.19866	657.51866	658.83866	660.15866	661.47866	662.79866	664.11866	665.43866	666.75866	668.07866	669.39866	670.71866	672.03866	673.35866	674.67866	675.99866	677.31866	678.63866	679.95866	681.27866	682.59866	683.91866	685.23866	686.55866	687.87866	689.19866	690.51866	691.83866	693.15866	694.47866	695.79866	697.11866	698.43866	699.75866	701.07866	702.39866	703.71866	705.03866	706.35866	707.67866	708.99866	710.31866	711.63866	712.95866	714.27866	715.59866	716.91866	718.23866	719.55866	720.87866	722.19866	723.51866	724.83866	726.15866	727.47866	728.79866	730.11866	731.43866	732.75866	734.07866	735.39866	736.71866	738.03866	739.35866	740.67866	741.99866	743.31866	744.63866	745.95866	747.27866	748.59866	749.91866	751.23866	752.55866	753.87866	755.19866	756.51866	757.83866	759.15866	760.47866	761.79866	763.11866	764.43866	765.75866	767.07866	768.39866	769.71866	771.03866	772.35866	773.67866	774.99866	776.31866	777.63866	778.95866	780.27866	781.59866	782.91866	784.23866	785.55866	786.87866	788.19866	789.51866	790.83866	792.15866	793.47866	794.79866	796.11866	797.43866	798.75866	800.07866	801.39866	802.71866	804.03866	805.35866	806.67866	807.99866	809.31866	810.63866	811.95866	813.27866	814.59866	815.91866	817.23866	818.55866	819.87866	821.19866	822.51866	823.83866	825.15866	826.47866	827.79866	829.11866	830.43866	831.75866	833.07866	834.39866	835.71866	837.03866	838.35866	839.67866	840.99866	842.31866	843.63866	844.95866	846.27866	847.59866	848.91866	850.23866	851.55866	852.87866	854.19866	855.51866	856.83866	858.15866	859.47866	860.79866	862.11866	863.43866	864.75866	866.07866	867.39866	868.71866	870.03866	871.35866	872.67866	873.99866	875.31866	876.63866	877.95866	879.27866	880.59866	881.91866	883.23866	884.55866	885.87866	887.19866	888.51866	889.83866	891.15866	892.47866	893.79866	895.11866	896.43866	897.75866	899.07866	900.39866	901.71866	903.03866	904.35866	905.67866	906.99866	908.31866	909.63866	910.95866	912.27866	913.59866	914.91866	916.23866	917.55866	918.87866	920.19866	921.51866	922.83866	924.15866	925.47866	926.79866	928.11866	929.43866	930.75866	932.07866	933.39866	934.71866	936.03866	937.35866	938.67866	939.99866	941.31866	942.63866	943.95866	945.27866	946.59866	947.91866	949.23866	950.55866	951.87866	953.19866	954.51866	955.83866	957.15866	958.47866	959.79866	961.11866	962.43866	963.75866	965.07866	966.39866	967.71866	969.03866	970.35866	971.67866	972.99866	974.31866	975.63866	976.95866	978.27866	979.59866	980.91866	982.23866	983.55866	984.87866	986.19866	987.51866	988.83866	990.15866	991.47866	992.79866	994.11866	995.43866	996.75866	998.07866	999.39866	1000.71866	1002.03866	1003.35866	1004.67866	1005.99866	1007.31866	1008.63866	1009.95866	1011.27866	1012.59866	1013.91866	1015.23866	1016.55866	1017.87866	1019.19866	1020.51866	1021.83866	1023.15866	1024.47866	1025.79866	1027.11866	1028.43866	1029.75866	1031.07866	1032.39866	1033.71866	1035.03866	1036.35866	1037.67866	1038.99866	1040.31866	1041.63866	1042.95866	1044.27866	1045.59866	1046.91866	1048.23866	1049.55866	1050.87866	1052.19866	1053.51866	1054.83866	1056.15866	1057.47866	1058.79866	1060.11866	1061.43866	1062.75866	1064.07866	1065.39866	1066.71866	1068.03866	1069.35866	1070.67866	1071.99866	1073.31866	1074.63866	1075.95866	1077.27866	1078.59866	1079.91866	1081.23866	1082.55866	1083.87866	1085.19866	1086.51866	1087.83866	1089.15866	1090.47866	1091.79866	1093.11866	1094.43866	1095.75866	1097.07866	1098.39866	1099.71866	1101.03866	1102.35866	1103.67866	1104.99866	1106.31866	1107.63866	1108.95866	1110.27866	1111.59866	1112.91866	1114.23866	1115.55866	
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```

/* ..... */
/*
 * pcmmap.c
 *
 * (C) 1997 VoCAL Technologies Ltd
 *
 * ALL RIGHTS RESERVED. PROPRIETARY AND CONFIDENTIAL
 *
 * VoCAL Technologies Ltd
 * 3032 Scott Blvd
 * Santa Clara, CA 95054
 *
 * Product      C
 *
 * Module:      PCM
 *
 * This file contains the PCM mapping functions.
 *
 * Revision Number:  $Revision$
 * Revision Status:  $State$
 * Last Modified:    $Date$
 * Identification:    $Id$
 *
 * Revision History:  $Log$
 * Revision 1.0 1997/03/01 00:00:00  VD
 * Initial release of software
 */
/* ..... */

#include "standard.h"
#include "pcm.h"
#include <stdio.h>
#include <math.h>

/* ..... */

struct law_array_s {
    sint15 code;
    sint15 linear;
    sint15 other;
    sint15 deselect;
};

struct law_s {
    float tx_power_db;
    float rx_power_db;
    sint15 count;
    sint15 dmin;
    sint15 indistinguishable;
    sint15 x;
    sint31 bit_rate;
    struct law_array_s value[128];
} u_law u_law_rx;

#define LAW_SELECTED 0
#define LAW_DESELECTED_MIN 0x0001
#define LAW_DESELECTED_MAX 0x0002
#define LAW_DESELECTED_DMIN 0x0004
#define LAW_DESELECTED_AVOID 0x0008
#define LAW_DESELECTED_DUPLICATE 0x0010
#define LAW_DESELECTED_POWER 0x0020

/* ..... */

#define MAP_FRAME_SIZE 6

uint48 frame_slot_modulus[MAP_FRAME_SIZE];
uint48 total_symbols_per_frame

/* ..... */

#define USE_4D_TRELLIS

/* ..... */

void
u_law_init (struct law_s *law)
{

```

B1


```

sint15 idx, pcm;

law->tx_power_db = 0 0;
law->rx_power_db = 0 0;
law->count = 0;
law->indistinguishable = 0;
law->dmin = 0;
law->bit_rate = 0L;

for (idx = 0, idx < 128, ++idx) {
    pcm = 255 - idx;

    law->value[idx].code = pcm;
    law->value[idx].linear = u_law_pcm_decode (pcm);
    law->value[idx].other = u_law_pcm_threshold (pcm);
    law->value[idx].deselect = LAW_SELECTED;
}

/* ..... */

#define SELECT_LARGER /* appears to work better with standard 3 and 6 dB attenuation */

void
u_law_attenuate (struct law_s *law, float attn_db)
{
    sint15 idx, pcm;
    float attn;

    attn = db_to_float (-attn_db);

    law->tx_power_db = 0 0;
    law->rx_power_db = 0 0;
    law->count = 0;
    law->indistinguishable = 0;
    law->dmin = 0;
    law->bit_rate = 0L;

    for (idx = 0, idx < 128, ++idx) {
        pcm = 255 - idx;

        law->value[idx].other = (sint15) ((float) (u_law_pcm_decode (pcm)) * attn);
        law->value[idx].code = u_law_pcm_encode (law->value[idx].other);
        law->value[idx].linear = u_law_pcm_decode (law->value[idx].code);
        law->value[idx].deselect = LAW_SELECTED;
        if (idx != 0) {
            if (law->value[idx].code == law->value[idx-1].code) {
                law->value[idx-1].deselect = LAW_DESELECTED_DUPLICATE;
            }
            law->value[idx].deselect = LAW_DESELECTED_DUPLICATE;
        }
    }
}

/* ..... */

void
u_law_range (struct law_s *law, sint15 min, sint15 max)
{
    sint15 idx;

    for (idx = 0, idx < 128, ++idx) {
        if (law->value[idx].linear < min) {
            law->value[idx].deselect |= LAW_DESELECTED_MIN;
        }

        if (law->value[idx].linear > max) {
            law->value[idx].deselect |= LAW_DESELECTED_MAX;
        }
    }
}

/* ..... */

void
u_law_dmin (struct law_s *law, sint15 dmin)

```

B2

```

{
    sint15 idx, pcm;
    sint15 current;

    current = law->value[125].linear;
    law->value[127].deselect |= LAW_DESELECTED_AVOID;
    law->value[126].deselect |= LAW_DESELECTED_AVOID;

    for (idx = 124; idx >= 0; --idx) {
        if (law->value[idx].linear > (current - dmin)) {
            law->value[idx].deselect |= LAW_DESELECTED_DMIN;
        }
        else {
            current = law->value[idx].linear;
        }
    }
}

/* ..... */

void
u_law_discard_indistinguishable (struct law_s *law)
{
    sint15 idx;

    for (idx = 1; idx < 125; ++idx) {
        if (law->value[idx].code == law->value[idx-1].code) {
            law->value[idx-1].deselect |= LAW_DESELECTED_DUPLICATE;
        }
        else {
            law->value[idx].deselect |= LAW_DESELECTED_DUPLICATE;
        }
        if (law->value[idx-1].deselect & (LAW_DESELECTED_DMIN |
            LAW_DESELECTED_AVOID | LAW_DESELECTED_POWER)) {
            law->value[idx-1].deselect |= LAW_DESELECTED_DUPLICATE;
        }
        else {
            law->value[idx].deselect |= LAW_DESELECTED_DUPLICATE;
        }
    }
}

/* ..... */

void
u_law_attenuate_dmin (struct law_s *tx_law, struct law_s *rx_law)
{
    sint15 idx;

    rx_law->value[127].deselect |= LAW_DESELECTED_AVOID;
    rx_law->value[126].deselect |= LAW_DESELECTED_AVOID;

    for (idx = 124; idx >= 0; --idx) {
        if (tx_law->value[idx].deselect & LAW_DESELECTED_DMIN) {
            rx_law->value[idx].deselect |= LAW_DESELECTED_DMIN;
        }
    }
}

/* ..... */

void
u_law_exclude (struct law_s *law)
{
    sint15 idx, pcm;

    for (idx = 127; idx >= 0; --idx) {
        pcm = 255 - idx;

        if ((pcm == 165) || (pcm == 169)) {
            law->value[idx].deselect |= LAW_DESELECTED_AVOID;
        }
    }
}

/* ..... */

float
u_law_power (struct law_s *law, float max_db)

```

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```

{
    sint15 idx, count, dmin, prev;
    float factor, power, max_float;
    float tx_power, tx_sum, rx_power, rx_sum;

    factor = pow(10.0, ((3.17 + 3.01244) / 20.0)) / 8159.0;

    count = 0;
    tx_sum = 0.0;
    rx_sum = 0.0;
    dmin = 8159;
    prev = -8159;

    max_float = db_to_power(max_db);
    for (idx = 0; idx < 128; ++idx) {
        if (law->value[idx].deselect == 0) {
            rx_power = law->value[idx].linear * factor;
            rx_power = rx_power * rx_power;
            rx_sum = rx_power + rx_sum;

            tx_power = u_law.value[idx].linear * factor;
            tx_power = tx_power * tx_power;
            tx_sum = tx_power + tx_sum;

            power = tx_power / (float) (count + 1);
            if (power <= max_float) {
                rx_sum = rx_power;
                tx_sum = tx_power;
                count++;
                if ((law->value[idx].linear - prev) < dmin) {
                    dmin = law->value[idx].linear - prev;
                }
                prev = law->value[idx].linear;
            }
            else {
                law->value[idx].deselect = LAW_DESELECTED_POWER;
            }
        }
    }

    //printf ("%f %f %d %d\n", power, tx_sum, count, law->value[idx].deselect);
    tx_power = tx_sum / (float) count;
    tx_power = power_to_db(tx_power);

    rx_power = rx_sum / (float) count;
    rx_power = power_to_db(rx_power);

    law->tx_power_db = tx_power;
    law->rx_power_db = rx_power;
    law->count = count;
    law->dmin = dmin;

    return power;
}

/* ..... */

void
u_law_count_indistinguishable (struct law_s *law)
{
    sint15 idx, count;

    count = 0;
    for (idx = 1; idx < 128; ++idx) {
        if (law->value[idx].deselect == LAW_DESELECTED_DUPLICATE) {
            count++;
        }
    }
    law->indistinguishable = count;
}

/* ..... */

sint31
u_law_bit_rate (struct law_s *law)
{
    float bit_rate_float;

    bit_rate_float = (log10 ((float) law->count * 2.0) / log10(2.0)) * 8000.0;
    law->bit_rate = (sint31) bit_rate_float;
}

```

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```

    return law->bit_rate;
}

/* ..... */

#define MAX_SHIFT 20 /* covers to -7.08 dB */
#define MAX_SHIFT 30 /* covers to -11.2 dB */
#define MAX_SHIFT 40 /* covers to -14.65 dB */

float
u_law_delect_attenuation (struct law_s *law)
{
    sint15 idx, idx1, idx2, idx3, trim;
    sint15 count;
    float attn_low[MAX_SHIFT], attn_high[MAX_SHIFT];
    float a_low[MAX_SHIFT], a_high[MAX_SHIFT];
    float attn_diff;

    count = 0;
    idx3 = 0;

    for (idx = 128; idx >= MAX_SHIFT; --idx) {
        if (law->value[idx].deselect & LAW_DESELECTED_DUPLICATE) {
            idx3++;
            if (count == 0) {
                for (count = 0; count < MAX_SHIFT; ++count) {
#ifdef SELECT_LARGER
                    u_law.value[idx+1].linear;
                    u_law.value[idx].linear;
                    #else
                    u_law.value[idx].linear;
                    u_law.value[idx-1].linear;
                    #endif
                    //
                    attn_high[count], attn_low[count]);
                    count = MAX_SHIFT;
                }
            }
            else {
                for (idx1 = 0; idx1 < MAX_SHIFT; ++idx1) {
#ifdef SELECT_LARGER
                    u_law.value[idx+1].linear;
                    u_law.value[idx].linear;
                    #else
                    u_law.value[idx].linear;
                    u_law.value[idx-1].linear;
                    #endif
                    //
                    a_high[idx1], a_low[idx1]);
                }
                for (idx1 = 0; idx1 < count; ++idx1) {
                    trim = 1;
                    for (idx2 = 0; idx2 < MAX_SHIFT; ++idx2) {
                        if ((attn_high[idx1] >= a_high[idx2]) && (attn_low[idx1] <=
a_high[idx2])) {
                            printf ("reduce high %f %f %f\n",
                                attn_high[idx1], attn_low[idx1], a_high[idx2]);
                            attn_high[idx1] = a_high[idx2];
                            trim = 0;
                        }
                        if ((attn_high[idx1] >= a_low[idx2]) && (attn_low[idx1] <=
a_low[idx2])) {
                            printf ("increase low %f %f %f\n",
                                attn_high[idx1], attn_low[idx1], a_low[idx2]);
                            attn_low[idx1] = a_low[idx2];
                            trim = 0;
                        }
                    }
                }
            }
        }
    }
}

```

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```

a_low[idx2])) {
//
attn_low[idx1]).

        if ((attn_high[idx1] <= a_high[idx2]) && (attn_low[idx1] >
            printf("hold %d: %f\n", attn_high[idx1],
                trim = 0;
            }
        }
        if (attn_high[idx1] < attn_low[idx1]) {
            trim = 1;
        }
        if (trim) {
            printf("trim %d: %f\n", attn_high[idx1], attn_low[idx1]);
            for (idx2 = idx1; idx2 < (count - 1); ++idx2) {
                attn_high[idx2] = attn_high[idx2+1];
                attn_low[idx2] = attn_low[idx2+1];
            }
            --count;
            --idx1;
        }
    }
    if (count <= 0) {
        printf("count break\n");
        break;
    }
    if (idx3 >= 10) break;
}
if (count > 1) {
    attn = (attn_high[0] + attn_low[0]) / 2.0;
    diff = attn_high[0] - attn_low[0];
    for (idx1 = 1; idx1 < count; ++idx1) {
        if ((attn_high[idx1] - attn_low[idx1]) < diff) {
            attn = (attn_high[idx1] + attn_low[idx1]) / 2.0;
            diff = attn_high[idx1] - attn_low[idx1];
        }
    }
    printf("Multiple potential attenuations detected, resolve by generating and matching\n"
        "duplicated codes to those observed. Currently choosing largest\n"
        "range.\n");
} else {
    attn = (attn_high[0] + attn_low[0]) / 2.0;
}
attn = log10(attn) * 20.0;

//
printf("count %d attempts %d range %f %f\n", count, idx3, attn_high[0], attn_low[0]);
//
printf("attenuation detected %f\n", attn);
return attn;
}

/-----*/

uint15
u_law_map_symbol_set(struct law_s *tx_law, struct law_s *rx_law)
{
    sint15 idx; count limit;
    uint16 mask;

    total_symbols_per_frame lsw = 1;
    total_symbols_per_frame mid = 0;
    total_symbols_per_frame msw = 0;

    //
    printf("%04x %04x %04x\n", total_symbols_per_frame msw,
        //
        total_symbols_per_frame mid, total_symbols_per_frame lsw);

    for (idx = 0; idx < MAP_FRAME_SIZE; ++idx) {
        frame_slot_modulus[idx] lsw = total_symbols_per_frame lsw;
        frame_slot_modulus[idx] mid = total_symbols_per_frame mid;
        frame_slot_modulus[idx] msw = total_symbols_per_frame msw;
    }

#ifdef USE_4D_TRELLIS
    limit = tx_law->count;
    if (idx & 1) {
        limit = limit >> 1;
    }
}

```

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```

        for (count = 1, count < limit; ++count) {
            uint48_add (&total_symbols_per_frame, &frame_slot_modulus[idx],
                        &total_symbols_per_frame);
        }
    #else
        for (count = 1, count < tx_law->count; ++count) {
            uint48_add (&total_symbols_per_frame, &frame_slot_modulus[idx],
                        &total_symbols_per_frame);
        }
    #endif
    //      printf("%04x %04x %04x\n" total_symbols_per_frame msw,
    //             total_symbols_per_frame mid total_symbols_per_frame lsw);
}

count = 47;
mask = 0x8000;
for (idx = 0, idx < 16; ++idx) {
    if (mask & total_symbols_per_frame msw) {
        return count;
    }
    mask = mask >> 1;
    --count;
}

mask = 0x8000;
for (idx = 0, idx < 16; ++idx) {
    if (mask & total_symbols_per_frame mid) {
        return count;
    }
    mask = mask >> 1;
    --count;
}

mask = 0x8000;
for (idx = 0, idx < 16; ++idx) {
    if (mask & total_symbols_per_frame lsw) {
        return count;
    }
    mask = mask >> 1;
    --count;
}
return count;
}

```

```

.....
void
print_deselect (sint15 deselect)
{
    if (deselect & LAW_DESELECTED_MIN) {
        printf ("(Below Min) ");
    }

    if (deselect & LAW_DESELECTED_MAX) {
        printf ("(Above Max) ");
    }

    if (deselect & LAW_DESELECTED_AVOID) {
        printf ("(Avoid Dmin) ");
    }

    if (deselect & LAW_DESELECTED_DMIN) {
        printf ("(Between Dmin) ");
    }

    if (deselect & LAW_DESELECTED_DUPLICATE) {
        printf ("(Duplicated Code) ");
    }

    if (deselect & LAW_DESELECTED_POWER) {
        printf ("(Power Limit) ");
    }

    printf("\n");
}
.....

```

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```

#define DO_FEW
/* ..... */

#define DO_PRINT_0
#define DO_PRINT_1
#define DO_PRINT_2
#define DO_PRINT_3
#define DO_PRINT_4
#define DO_PRINT_5
/* ..... */

#ifdef DO_FEW
#define MAX_ATTEN 1
#define MAX_DMIN 4

#define START_DMIN 48
#define STEP_DMIN 4

#define START_ATTEN 110
#define STEP_ATTEN 10
/* ..... */

#else /* DO_FEW */
#define MAX_ATTEN 14
#define MAX_DMIN 36

#define START_DMIN 4
#define STEP_DMIN 4

#define START_ATTEN 00
#define STEP_ATTEN 10
#endif /* DO_FEW */
/* ..... */

void
main (void)
{
    sint15 idx, count;
    float atten;
    sint15 bits_per_frame;
    sint31 bit_rate, overall_bit_rate;

    float input_attn;
    sint15 input_tx_dmin, input_rx_dmin;

    sint15 i, j, results_idx;

    struct results_s {
        float atten;
        sint15 dmin;
        sint31 bit_rate_simple;
        sint31 bit_rate_exclude;
        sint31 bit_rate_distinguishable_tx_dmin;
        sint31 bit_rate_distinguishable_rx_dmin;
    } results [MAX_ATTEN * MAX_DMIN];

    results_idx = 0;

    input_attn = START_ATTEN;
    // input_tx_dmin = 120;
    // input_rx_dmin = 120;

    for (i = 0; i < MAX_ATTEN; input_attn += STEP_ATTEN, i++) {
        input_tx_dmin = START_DMIN;
        input_rx_dmin = START_DMIN;

        for (j = 0; j < MAX_DMIN; input_tx_dmin += STEP_DMIN, input_rx_dmin += STEP_DMIN, j++) {
            printf ("n");
            u_law_init (&u_law);

            // u_law_range (&u_law, 30, 4000);
            // u_law_dmin (&u_law, input_tx_dmin);
            // u_law_power (&u_law, -12.0 / 9.47981);
            // u_law_power (&u_law, -12.0);

```

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```

    u_law_bit_rate (&u_law);

    printf ("%6 2f %3d %3d ", input_attn, input_tx_dmin, input_rx_dmin);

//    printf ("tx power %3 2f rx power %3.2f count %d dmin %d dup %d bit rate %ld\n",
    printf ("tx pwr %3 2f rx pwr %3.2f cnt %2d dmin %3d dup %2d rate %ld\n",
            u_law.tx_power_db, u_law.rx_power_db, u_law.count, u_law.dmin,
            u_law.indistinguishable, u_law.bit_rate);

#ifdef DO_PRINT_0
    for (idx = 0; idx < 128; ++idx) {
        printf ("%3d %5d %5d %5d %5d ", u_law.value[idx].code, u_law.value[idx].linear,
                u_law.value[idx].other, u_law.pcm_encode(u_law.value[idx].linear),
                u_law.pcm_encode(u_law.value[idx].other - 1));
        print_deselect(u_law.value[idx].deselect);
    }
#endif

/* ..... */

    u_law_attenuate (&u_law_rx, input_attn);
//    u_law_range (&u_law_rx, 22, 4000);
//    u_law_dmin (&u_law_rx, input_rx_dmin);
    u_law_attenuate_dmin (&u_law, &u_law_rx) /* transfer from transmitter */
//    u_law_exclude (&u_law_rx);
//    u_law_discard_indistinguishable (&u_law_rx);
    u_law_power (&u_law_rx, -12.0);
    u_law_discard_indistinguishable (&u_law_rx);
    u_law_count_indistinguishable (&u_law_rx);
    u_law_bit_rate (&u_law_rx);

    printf ("%6 2f %3d %3d ", input_attn, input_tx_dmin, input_rx_dmin);

//    printf ("tx power %3 2f rx power %3 2f count %d dmin %d dup %d bit rate %ld\n",
    printf ("tx pwr %3 2f rx pwr %3.2f cnt %2d dmin %3d dup %2d rate %ld\n",
            u_law_rx.tx_power_db, u_law_rx.rx_power_db, u_law_rx.count,
            u_law_rx.dmin, u_law_rx.indistinguishable, u_law_rx.bit_rate);

#ifdef DO_PRINT_1
    for (idx = 0; idx < 128; ++idx) {
        printf ("%3d %5d %5d %5d ", u_law.value[idx].code, u_law_rx.value[idx].other,
                u_law_rx.value[idx].linear, u_law_rx.value[idx].code);
        print_deselect(u_law_rx.value[idx].deselect);
    }

    attn = u_law_detect_attenuation (&u_law_rx);
    printf ("attenuation detected %f\n", attn);
#endif

    results[results_idx].attn = input_attn;
    results[results_idx].dmin = input_tx_dmin;
    if (u_law_rx.dmin == 0) {
        results[results_idx].bit_rate_simple = 0;
    }
    else {
        results[results_idx].bit_rate_simple = u_law_rx.bit_rate;
    }

/* ..... */

    u_law_attenuate (&u_law_rx, input_attn);
//    u_law_range (&u_law_rx, 22, 4000);
//    u_law_dmin (&u_law_rx, input_rx_dmin);
    u_law_attenuate_dmin (&u_law, &u_law_rx) /* transfer from transmitter */
//    u_law_exclude (&u_law_rx);
//    u_law_discard_indistinguishable (&u_law_rx);
    u_law_power (&u_law_rx, -12.0);
    u_law_discard_indistinguishable (&u_law_rx);
    u_law_count_indistinguishable (&u_law_rx);
    u_law_bit_rate (&u_law_rx);

    printf ("%6 2f %3d %3d ", input_attn, input_tx_dmin, input_rx_dmin);

//    printf ("tx power %3 2f rx power %3.2f count %d dmin %d dup %d bit rate %ld\n",
    printf ("tx pwr %3 2f rx pwr %3.2f cnt %2d dmin %3d dup %2d rate %ld\n",
            u_law_rx.tx_power_db, u_law_rx.rx_power_db, u_law_rx.count,
            u_law_rx.dmin, u_law_rx.indistinguishable, u_law_rx.bit_rate);

#ifdef DO_PRINT_2

```

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```

for (idx = 0; idx < 128; ++idx) {
    printf ("%3d %5d %5d %5d ", u_law.value[idx].code, u_law_rx.value[idx].other,
        u_law_rx.value[idx].linear, u_law_rx.value[idx].code);
    print_deselect(u_law_rx.value[idx].deselect);
}

attn = u_law_detect_attenuation (&u_law_rx);
printf ("attenuation detected %f\n", attn);
#endif

if (u_law_rx.dmin == 0) {
    results[results_idx].bit_rate_exclude = 0;
}
else {
    results[results_idx].bit_rate_exclude = u_law_rx.bit_rate;
}

.....

u_law_attenuate (&u_law_rx, input_attn);
// u_law_range (&u_law_rx, 22, 4000);
// u_law_dmin (&u_law_rx, input_rx_dmin);
u_law_attenuate_dmin (&u_law, &u_law_rx);
u_law_discard_indistinguishable (&u_law_rx);
u_law_power (&u_law_rx, -12.0);
// u_law_power (&u_law_rx, (-12.0 - attn));
// u_law_count_indistinguishable (&u_law_rx);
u_law_bit_rate (&u_law_rx);

printf ("%6.2f %3d %3d ", input_attn, input_tx_dmin, input_rx_dmin);

// printf ("tx power %3.2f rx power %3.2f count %d dmin %d dup %d bit rate %ld\n",
printf ("tx pwr %3.2f rx pwr %3.2f cnt %2d dmin %3d dup %2d rate %ld\n",
    u_law_rx.tx_power_db, u_law_rx.rx_power_db, u_law_rx.count,
    u_law_rx.dmin, u_law_rx.indistinguishable, u_law_rx.bit_rate);

#ifdef DO_PRINT_3
for (idx = 0; idx < 128; ++idx) {
    printf ("%3d %5d %5d %5d ", u_law.value[idx].code, u_law_rx.value[idx].other,
        u_law_rx.value[idx].linear, u_law_rx.value[idx].code);
    print_deselect(u_law_rx.value[idx].deselect);
}

attn = u_law_detect_attenuation (&u_law_rx);
printf ("attenuation detected %f\n", attn);
#endif

results[results_idx].bit_rate_distinguishable_tx_dmin = u_law_rx.bit_rate;

.....

u_law_attenuate (&u_law_rx, input_attn);
// u_law_range (&u_law_rx, 22, 4000);
// u_law_dmin (&u_law_rx, input_rx_dmin);
// u_law_attenuate_dmin (&u_law, &u_law_rx);
u_law_discard_indistinguishable (&u_law_rx);
u_law_power (&u_law_rx, -12.0);
// u_law_power (&u_law_rx, (-12.0 - attn));
// u_law_count_indistinguishable (&u_law_rx);
u_law_bit_rate (&u_law_rx);

printf ("%6.2f %3d %3d ", input_attn, input_tx_dmin, input_rx_dmin);

// printf ("tx power %3.2f rx power %3.2f count %d dmin %d dup %d bit rate %ld\n",
printf ("tx pwr %3.2f rx pwr %3.2f cnt %2d dmin %3d dup %2d rate %ld\n",
    u_law_rx.tx_power_db, u_law_rx.rx_power_db, u_law_rx.count,
    u_law_rx.dmin, u_law_rx.indistinguishable, u_law_rx.bit_rate);

#ifdef DO_PRINT_4
for (idx = 0; idx < 128; ++idx) {
    printf ("%3d %5d %5d %5d ", u_law.value[idx].code, u_law_rx.value[idx].other,
        u_law_rx.value[idx].linear, u_law_rx.value[idx].code);
    print_deselect(u_law_rx.value[idx].deselect);
}

attn = u_law_detect_attenuation (&u_law_rx);
printf ("attenuation detected %f\n", attn);
#endif

```

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```

        results[results_idx++] bit_rate_distinguishable_rx_dmin = u_law_rx.bit_rate;
    /* ..... */

    bits_per_frame = u_law_map_symbol_set (&u_law_rx, &u_law_rx);
    bit_rate = (sint31) (((float) (bits_per_frame) / 6.0 + 1.0) * 8000.0);

#ifdef USE_4D_TRELLIS
    overall_bit_rate = (sint31) (((float) (bits_per_frame) / 6.0 + 1.0 + 0.5) * 8000.0);
#else
    overall_bit_rate = (sint31) (((float) (bits_per_frame) / 6.0 + 1.0) * 8000.0);
#endif

#ifdef DO_PRINT_5
    printf ("bits per frame %d bit rate %d overall bit rate %d (with trellis)\n", bits_per_frame,
            bit_rate, overall_bit_rate);
#endif
/* ..... */

    if 0
        for (count = 0; count < 1000; count = count + bits_per_frame) {
            generate_bits (bits_per_frame);
            u_law_send_frame (&u_law, &u_law_rx);
            u_law_receive_frame (&u_law, &u_law_rx);
            check_bits (bits_per_frame);
        }
    #endif
/* ..... */
}
/* ..... */

#ifdef DO_FEW
    for (idx = 0; idx < MAX_ATTN * MAX_DMIN; idx++) {
        printf ("%6d %3d %5ld %5ld %5ld %5ld\n", results[idx].attn, results[idx].dmin,
                results[idx].bit_rate_simple, results[idx].bit_rate_exclude,
                results[idx].bit_rate_distinguishable_tx_dmin,
                results[idx].bit_rate_distinguishable_rx_dmin);
    }
#endif
}
/* ..... */

```

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```

/* ..... */
/*
 * pcmcnv.c
 *
 * (C) 1997 VoCAL Technologies Ltd.
 *
 * ALL RIGHTS RESERVED. PROPRIETARY AND CONFIDENTIAL.
 *
 * VoCAL Technologies Ltd.
 * 3032 Scott Blvd
 * Santa Clara, CA 95054
 *
 * Product:      C
 *
 * Module:       PCM
 *
 * This file contains the PCM conversion functions.
 *
 * Revision Number:    $Revision$
 * Revision Status:    $State$
 * Last Modified:      $Date$
 * Identification:     $Id$
 *
 * Revision History:    $Log$
 * Revision 1.0 1997/03/01 00:00:00 VD
 * Initial release of software
 */
/* ..... */

#include "standard.h"
#include "pcm.h"
/* ..... */

#include <stdio.h>

sint15
u_law_pcm_encode (sfract15 input)
{
    sfract15 value, seg;

    value = input;
    if (input < 0) value = -input;          /* Take absolute value */

    value = value + 33;
    if (value > 8159) value = 8159;        /* Limit values */

    seg = iexp (value);                    /* Compute exponent */
    //printf ("%5d %5d %5d", input, value, seg);
    value = norm (value, seg);             /* Normalize value */

    value = value ^ 0x4000;                /* Clear bit */
    value = value >> 10;                  /* Position bits */
    //printf (" %5d", value);

    if (input < 0) {
        value = value | 0x0080;          /* Insert sign bit */
    }

    seg = seg + 9;
    seg = seg << 4;                        /* Compute segment */

    value = value | seg;                  /* Insert segment bits */
    //printf (" %04x", value);

    value = value ^ 0x00ff;               /* Invert bits */
    //printf (" %5d\n", value);
    return (sint15) value;
}

#ifdef DO_U_LAW
x
x
x      AR = ABS AR;                      /* Input sample passed in AR (1,15) */
x      AY0 = 132;                        /* Take absolute value */
x      AR = AR + AY0;                    /* 33 << 2 */
x      SR1 = 32636;                      /* Limit values */
x      IF AV AR = PASS SR1;
x      SE = EXP AR (HI);                 /* Compute exponent */
x

```

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```

x          SR = NORM AR (LO);          /* Normalize value */
x          AY0 = 0x4000;
x          AR = SR0 XOR AY0;            /* Clear bit */
x          SR = LSHIFT AR BY -10 (LO); /* Position bits */
x          AX0 = SF, AR = PASS AY0;
x          IF POS AR = PASS 0;          /* Create sign bit */
x          SR = SR OR LSHIFT AR BY -7 (LO); /* Insert sign bit */
x          AY0 = 7;                     /* 9 if using 8031 range */
x          AR = AX0 + AY0;              /* Compute segment */
x          SR = SR OR LSHIFT AR BY 4 (LO); /* Insert segment bits */
x          AY0 = 0xFF;
x          AR = SR0 XOR AY0;           /* Invert bits */
x          RTS;                         /* Pass on rate converted value */
#endif

/* ..... */

sfract15
u_low_pcm_decode (uint8 code)
{
    sfract15 value, seg;

    value = code & 0x00ff;             /* Mask bits */
    value = value ^ 0x00ff;            /* Invert bits */

    seg = value & 0x0070;              /* Isolate segment bits */
    value = value ^ seg;               /* Remove segment bits */
    seg = seg >> 4;                   /* Shift to low bits */

    if ((value & 0x0080) >= 0) {       /* Determine sign */
        value = value + 0xff80;        /* Process negative value */
        value = value + value + 33;    /* Add segment offset */
        value = value << seg;          /* Position bits */
        value = 33 - value;            /* Remove segment offset */
    }
    else {
        value = value + value + 33;    /* Add segment offset */
        value = value << seg;          /* Position bits */
        value = value - 33;            /* Remove segment offset */
    }

    return value;
}

/* ..... */

sfract15
u_low_pcm_threshold (uint8 code)
{
    sfract15 value, seg;

    value = code & 0x00ff;             /* Mask bits */
    value = value ^ 0x00ff;            /* Invert bits */

    seg = value & 0x0070;              /* Isolate segment bits */
    value = value & 0x000f;            /* Remove segment bits */
    seg = seg >> 4;                   /* Shift to low bits */
    seg++;

    value = value + 17;                /* Add segment offset */
    value = value << seg;              /* Position bits */
    value = value - 33;                /* Remove segment offset */

    if ((code & 0x80) == 0) {          /* Determine sign */
        value = -value;                /* Process negative value */
    }

    return value;
}

/* ..... */

#ifdef DO_A_LAW
a_low_pcm_encode
    AR = ABS AR;                      /* Input sample passed in AR (1.15) */
    AY0 = 511;                        /* Take absolute value */
    AF = AR - AY0;                    /* Check for zero segment */
    IF GT JUMP a_low_pcm_enc_1;

```

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```

SR = LSHIFT AR BY -4 (LO); /* Downshift bits */
AR = 0x4000;
IF NEG AR = PASS 0; /* Create sign bit */
SR = SR OR LSHIFT AR BY -7 (LO); /* Insert sign bit */
AY0 = 0x55;
AR = SR0 XOR AY0; /* Invert bits */
RTS; /* Pass on rate converted value */

a_low_pcm_enc_1
SE = EXP AR (HI); /* Compute exponent */
AX0 = SE, SR = NORM AR (LO); /* Normalize value */
AY0 = 0x4000;
AR = SR0 XOR AY0; /* Clear bit */
SR = LSHIFT AR BY -10 (LO); /* Position bits */
AR = PASS AY0;
IF NEG AR = PASS 0; /* Create sign bit */
SR = SR OR LSHIFT AR BY -7 (LO); /* Insert sign bit */
AY0 = 7;
AR = AX0 + AY0; /* Compute segment */
IF ! ! AR = PASS 0;
SR = SR OR LSHIFT AR BY 4 (LO); /* Insert segment bits */
AY0 = 0x55;
AR = SR0 XOR AY0; /* Invert bits */
RTS; /* Pass on rate converted value */

ident(IDENT, RX, B1, PCM, DECODE);

a_low_pcm_decode /* Input sample passed in AR */
AY0 = 0x55; /* Mask bits for inversion */
AR = AR XOR AY0; /* Invert bits */
SR1 = 0x3; /* Set sign bit */
SR0 = 0x800; /* Set LSB of interval */
SR = SR OR LSHIFT AR BY -12 (LO); /* Isolate segment and interval */
AY0 = 32;
AX0 = AR, AF = PASS AY0;
AY0 = 9; /* Segment bias */
AR = SR1 - AY0; /* Determine shift */
IF LT AF = PASS 0; /* No extra MSB bit */
IF EQ AR = PASS 0; /* No less than zero bits */
SR = LSHIFT SR0 BY -11 (LO); /* Isolate interval */
SE = AR, AR = SR0 OR AF; /* Add bit if necessary */
SR = LSHIFT AR (LO); /* Position output */
SR = LSHIFT SR0 BY 3 (LO);
AY0 = 0xFF80;
AR = SR0, AF = AX0 + AY0; /* Check if sign bit set */
IF LT AR = - SR0; /* If it is, negate result */
RTS; /* Pass on rate converted value (1 15) */

#endif /* DO_A_LAW */

```

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```

/* ..... */
/*
 * math.c
 *
 * (C) 1997 VoCAL Technologies Ltd.
 *
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 *
 * VoCAL Technologies Ltd
 * 3032 Scott Blvd
 * Santa Clara, CA 95054
 *
 * Product      C
 * Module       MATH
 *
 * This file contains fractional math support functions
 *
 * Revision Number    $Revision$
 * Revision Status    $State$
 * Last Modified     $Date$
 * Identification     $Id$
 *
 * Revision History:   $Log$
 * Revision 1.0 1997/03/01 00:00:00 VD
 * Initial release of software
 */

```

```

/* ..... */
#include "standard.h"
#include "pcm.h"
#include <math.h>
/* ..... */

```

```

sint15
iexp (sfract15 value)
{
    sint15 exp;
    if (value < 0) {
        value = -value;
    }
    exp = 15;
    if (value == 0) {
        return exp;
    }
    exp = 0;
    while ((value & 0x4000) == 0) {
        --exp;
        value = value << 1;
    }
    return exp;
}
/* ..... */

```

```

sint15
norm (sfract15 value sint15 exp)
{
    return (value << -exp);
}
/* ..... */

```

```

float
db_to_float (float db)
{
    float db_float;
    db_float = db / 20.0;
    db_float = pow (10.0 db_float);
    return db_float;
}

```

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```

}
/* ..... */

float
db_to_power (float db)
{
    float db_float;

    db_float = db / 10.0;
    db_float = pow (10.0, db_float);

    return db_float;
}
/* ..... */

float
float_to_db (float power)
{
    float float_db;

    float_db = log10 (power) * 20.0;

    return float_db;
}
/* ..... */

float
power_to_db (float power)
{
    float power_db;

    power_db = log10 (power) * 10.0;

    return power_db;
}
/* ..... */

void
uint48_add (uint48 *src1, uint48 *src2, uint48 *dst)
{
    uint16 s1l, s1m, s1h, s2l, s2m, s2h, dstl, dstm, dsth;

    s1l = src1->lsw;
    s1m = src1->mid;
    s1h = src1->msw;

    s2l = src2->lsw;
    s2m = src2->mid;
    s2h = src2->msw;

    asm {
        mov ax, s1l;
        add ax, s2l;
        mov dstl, ax;

        mov ax, s1m;
        adc ax, s2m;
        mov dstm, ax;

        mov ax, s1h;
        adc ax, s2h;
        mov dsth, ax;
    }

    dst->lsw = dstl;
    dst->mid = dstm;
    dst->msw = dsth;

    // printf ("%04x %04x %04x = %04x %04x %04x + %04x %04x %04x\n",
    //         dsth, dstm, dstl, s1h, s1m, s1l, s2h, s2m, s2l);
}
/* ..... */

void

```

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```
uint48_sub (uint48 *src1, uint48 *src2, uint48 *dst)
{
    uint16 s1l, s1m, s1h, s2l, s2m, s2h, dstl, dstm, dsth;
```

```
    s1l = src1->lsw,
    s1m = src1->mid,
    s1h = src1->msw;
```

```
    s2l = src2->lsw,
    s2m = src2->mid,
    s2h = src2->msw;
```

```
    asm {
        mov ax, s1l,
        sub ax, s2l,
        mov dstl, ax,

        mov ax, s1m,
        sub ax, s2m,
        mov dstm, ax,

        mov ax, s1h,
        sub ax, s2h,
        mov dsth, ax,
    }
```

```
    dst->lsw = dstl;
    dst->mid = dstm;
    dst->msw = dsth;
```

```
    / ..... /
```

```
sfract15
fmpy (sfract15 a, sfract15 b)
```

```
{
    long a_long, b_long,
    short a_short;

    a_long = a;
    b_long = b;

    a_long = a_long * b_long;
    a_short = (short) (a_long >> 15);

    return a_short;
}
```

```
    / ..... /
```

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```

/* ..... */
/*
 * pcm.h
 *
 * (C) 1997 VoCAL Technologies Ltd
 *
 * ALL RIGHTS RESERVED. PROPRIETARY AND CONFIDENTIAL.
 *
 * VoCAL Technologies Ltd
 * 3032 Scott Blvd
 * Santa Clara, CA 95054
 *
 * Product: C
 *
 * Module PCM
 *
 * This file defines the PCM utility functions
 *
 * Revision Number $Revision$
 * Revision Status $State$
 * Last Modified $Date$
 * Identification $Id$
 *
 * Revision History $Log$.
 */
/* ..... */

#ifndef PCM_PCM_H
#define PCM_PCM_H

/* ..... */

typedef struct {
    uint16 lsw;
    uint16 mid;
    uint16 msw;
} uint48;

sint15 lexp (sfract15 value);
sint15 norm (sfract15 value, sint15 exp);
float db_to_float (float db);
float db_to_power (float db);
float float_to_db (float power);
float power_to_db (float power);

void uint48_add (uint48 *src1, uint48 *src2, uint48 *dst);
void uint48_sub (uint48 *src1, uint48 *src2, uint48 *dst);

sint15 u_law_pcm_encode (sfract15 input);
sfract15 u_law_pcm_decode (uint8 code);
sfract15 u_law_pcm_threshold (uint8 code)

/* ..... */

#endif /* _PCM_PCM_H */

```

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```

/* ..... */
/*
 * standard h
 *
 * (C) 1994, 1995, 1996 VoCAL Technologies Ltd.
 *
 * ALL RIGHTS RESERVED. PROPRIETARY AND CONFIDENTIAL.
 *
 * VoCAL Technologies Ltd.
 * 3032 Scott Blvd
 * Santa Clara CA 95054
 *
 * Product      MODEM 101
 *
 * Module              SYSTEM
 *
 * This file defines the standard system definitions
 *
 * Revision Number      $Revision$
 * Revision Status      $State$
 * Last Modified        $Date$
 * Identification.      $Id$
 *
 * Revision History      $Log$
 */
/* ..... */

#ifndef _SYSTEM_STANDARD_H
#define _SYSTEM_STANDARD_H

/* ..... */

#ifndef DO_CX025
#include <GLBL_Globals.h>
#include <m68EC040.h>
#endif /* DO_CX025 */

#ifndef DO_WIN
/*-#include <_null.h>-*/
#define _STDC FALSE
/*#include <stddef.h>*/

#definestrup(a) _strup(a)
#definestrlwr(a) _strlwr(a)
#defineinp(a) _inp(a)
#defineinpw(a) _inpw(a)
#defineoutp(a,b) _outp(a,b)
#defineoutpw(a,b) _outpw(a,b)

#ifndef DO_WIN32
#ifndef DO_AD12181
#define DEBLEVEL 1
#define DEBUG
#include <debug.h> /*- DDK Debug Header File -*/
/*#define _Debug_Printf_Service LCODE__Debug_Printf_Service*/
/*#include <xydwaps.h>*/
#endif /* DO_AD12181 */
#define far
#define near
#define NULL ((void *)0)
#endif /* DO_WIN32 */

#else /* DO_WIN */

#ifndef DO_CX018_A
/*-#include <_null.h>-*/
#ifndef NULL
#if defined(__TINY__) || defined(__SMALL__) || defined(__MEDIUM__)
#define NULL 0
#else
#define NULL 0L
#endif
#endif
#endif
#endif /* DO_CX018_A */

#endif /* DO_WIN */

```

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```

/* ..... */
typedef unsigned char uint8; /* range 0-255 */
typedef unsigned char umod8; /* 8 bit math requirements */
typedef unsigned char octet; /* octet data */
#ifdef DO_FORCED_BYTE_ALIGNED
typedef unsigned short pack8;
#else /* DO_FORCED_BYTE_ALIGNED */
typedef unsigned char pack8; /* packed octet data */
#endif /* DO_FORCED_BYTE_ALIGNED */
typedef pack8 expand8; /* expand octet data to uint16 */
typedef signed char sint7;

typedef unsigned short uint16;
typedef signed short sint15;
typedef signed short sfract15;

typedef unsigned long uint32;
typedef signed long sint31;

#ifdef DO_CX025
#define far
#define interrupt
#endif /* DO_CX025 */
/* ..... */

#define MAX_UINT8 (255)
#define MAX_SINT7 (127)
#define MIN_SINT7 (-128)

#define MAX_UINT16 (65535)
#define MAX_SINT15 (32767)
#define MIN_SINT15 (-32768)

#define MAX_UINT32 (4294967296)
#define MAX_SINT31 (2147483647)
#define MIN_SINT31 (-2147483648)

#define MIN_DOUBLE (1.7e-308)
#define MAX_DOUBLE (1.7e308)
/* ..... */

typedef uint8 byte;
typedef uint16 word;

typedef int bool;

#ifdef DO_CX025
#define FALSE 0
#define TRUE (!FALSE)
#endif /* DO_CX025 */

#ifdef DO_ADI2181 || defined(DO_ISAR)
typedef uint32 dsp_pm_t; /* Of size of DSP program memory contents */
typedef uint16 dsp_dm_t; /* Of size of DSP data memory contents */
typedef uint16 dsp_addr_t; /* Of size of DSP addresses */
typedef uint16 dsp_xddr_t; /* Of size of extended DSP addresses */
#endif /* DO_ADI2181 || DO_ISAR */
/* ..... */

#define forever for (...)

#ifdef DO_CX025
#define interrupt_disable_onto_stack() \
asm("ori w, #0x0700, sr")
#define interrupt_restore_from_stack() \
asm("andi w, #0xF8FF, sr")
#else /* DO_CX025 */
#ifdef DO_CX018_A
#define interrupt_disable_onto_stack() \
{asm("ORI #0x700, SR\n NOP\n NOP\n");}
#define interrupt_restore_from_stack() \
{asm("ANDI #0xF8ff, SR\n NOP\n NOP\n");}
#else /* DO_CX018_A */
#endif
#endif /* DO_CX025 */

#ifdef DO_WIN
#define interrupt_disable_onto_stack()

```

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```

#define interrupt_restore_from_stack()
#else /* DO_WIN */
#define interrupt_disable_onto_stack() {asm pushf;asm cli;}
#define interrupt_restore_from_stack() {asm popf;}
#endif /* DO_WIN */

#endif /* DO_CX018_A */
#endif /* DO_CX025 */

#ifdef DO_CAPI20
#define DEBLEVEL 1
#pragma code_seg("_LTEXT", "LCODE")
#include <debug.h>
#include <vxdwraps.h>

#else /* DO_CAPI20 */
#ifdef DO_ISAR
typedef const char far LPCSTR;
typedef char far LPSTR;
#define PASCAL pascal
#endif /* DO_ISAR */
#endif /* DO_CAPI20 */

/* ..... */

#ifdef DO_WIN32
// #define sprintf sprintf
#endif /* DO_WIN32 */

/* ..... */
/* ..... */
/* ..... */
/* ..... */

#define print_debug_off(A)
#define print_diag_off(A)

#ifdef DO_CAPI20
#define print_primary(A) print_routine A
#define print_std(A) print_routine A
#define print_info(A) print_routine A
#define print_diag_on(A) print_routine A
#define print_debug_on(A) print_routine A
#define report_anomaly(A) report_anomaly_routine(A)
#else /* DO_CAPI20 */

#define print_std(A) Debug_Printf A
#define print_info(A) Debug_Printf A
#define print_diag_on(A) Debug_Printf A
#define print_debug_on(A) Debug_Printf A
#define report_anomaly(A) report_anomaly_routine(A)

#endif /* DO_CAPI20 */

#ifdef DO_PRINTS_DISABLED
#undef print_primary
#undef print_std
#undef print_info
#undef print_debug
#undef report_anomaly
#define print_primary(A)
#define print_std(A)
#define print_info(A)
#define print_debug(A)
#define report_anomaly(A)
#endif /* DO_PRINTS_DISABLED */

#ifdef DO_CX025
#undef print_primary(A)
#undef print_std(A)
#undef print_info(A)
#undef print_debug(A)
#undef report_anomaly(A)
#endif /* DO_CX025 */

/* ..... */

#endif /* SYSTEM_STANDARD_H */

```

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(19)



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(11)

EP 0 871 303 A3

(12)

EUROPEAN PATENT APPLICATION

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Sunnyvale, California 94086 (US)

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56125 Pisa (IT)

(54) **Method for determining the attenuation of a PCM signal over a digital channel**

(57) A method of determining digital channel attenuation; comprising the steps of: receiving a known training sequence of PCM codes, which PCM codes are subjected to the attenuation within the digital channel; quantizing the received known training sequence of PCM codes according to a predetermined thresholding procedure; identifying identical PCM codes created as a result of the thresholding procedure; and, determining the attenuation of the digital channel based upon the identification of identical PCM codes. A method is also disclosed for determining a digital channel PCM code transformation comprising receiving a known training sequence of PCM codes, which PCM codes are subjected to the PCM code transformation within the digital channel, quantizing the received known training sequence of PCM codes according to a predetermined thresholding procedure, and determining the transformation of transmitted codes to those received. A method is also disclosed for improved echo cancellation in a communications network having an analog and a digital modem, comprising saving codes transmitted from the digital modem to the analog modem for echo cancellation, transforming, by a mapping table, codes transmitted from said digital modem to codes received by the analog modem, and, using the received codes as a reference signal for cancellation of echo. A method of improved spectral shaping using a transmit shaping transfer function in a communications network having

an analog and a digital modem, comprising, transforming, by a mapping table, codes transmitted from the digital modem to codes received by the analog modem, using the received codes for transformation to their linear value equivalent representations, and, applying the linear value representations to the transmit shaping transfer function.

EP 0 871 303 A3



European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 98 10 6516

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
A	US 5 394 437 A (DAGDEVIREN NURI R ET AL) 28 February 1995 (1995-02-28) * abstract * * column 8, line 61 - column 10, line 61 *	1-3	H04L25/49 H04L5/14
A	WO 96 18261 A (TOWNSHEND BRENT) 13 June 1996 (1996-06-13) * abstract * * page 39, line 1 - line 12 *	1-3	
A	KALET I ET AL: "THE CAPACITY OF PCM VOICEBAND CHANNELS" PROCEEDINGS OF THE INTERNATIONAL CONFERENCE ON COMMUNICATIONS (ICC), GENEVA, MAY 23 - 26, 1993, vol. 1, 23 May 1993 (1993-05-23), pages 507-511, XP000371143 IEEE, USA * page 509, left-hand column, paragraph 4 - right-hand column, paragraph 1 *	1-3	
P,X	EP 0 833 481 A (TELIA AB) 1 April 1998 (1998-04-01) * the whole document *	1-3	TECHNICAL FIELDS SEARCHED (Int.Cl.6) H04L
P,X	WO 98 13979 A (MOTOROLA INC) 2 April 1998 (1998-04-02) * abstract * * page 13, line 4 - line 28 * * page 18, line 6 - page 20, line 10 * * claims 1,2 *	1-3	
-/-			
The present search report has been drawn up for all claims			
Place of search THE HAGUE		Date of completion of the search 2 September 1999	Examiner Koukourlis, S
<p>CATEGORY OF CITED DOCUMENTS</p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document</p>			

EPO FORM 1503 (03.02) (P04031)



European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 98 10 6516

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
E	US 5 825 823 A (OKUNEV YURI ET AL) 20 October 1998 (1998-10-20) * abstract * * column 3, line 54 - column 4, line 37 * * column 5, line 65 - column 6, line 36; figure 2 * * column 7, line 19 - line 28 *	1,3	
E	WO 98 39866 A (3COM CORP) 11 September 1998 (1998-09-11) * abstract * * page 7, line 6 - page 12, line 23 * * claims 1,13,14 * * figures 1,4 *	1,3	
			TECHNICAL FIELDS SEARCHED (Int.Cl.6)
The present search report has been drawn up for all claims			
Place of search THE HAGUE		Date of completion of the search 2 September 1999	Examiner Koukourlis, S
<p>CATEGORY OF CITED DOCUMENTS</p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons</p> <p>A : member of the same patent family, corresponding document</p>			

EPO FORM 1503 (03/92) (P04001)



European Patent
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Application Number

EP 98 10 6516

CLAIMS INCURRING FEES

The present European patent application comprised at the time of filing more than ten claims.

- ☐ Only part of the claims have been paid within the prescribed time limit. The present European search report has been drawn up for the first ten claims and for those claims for which claims fees have been paid, namely claim(s):
- ☐ No claims fees have been paid within the prescribed time limit. The present European search report has been drawn up for the first ten claims.

LACK OF UNITY OF INVENTION

The Search Division considers that the present European patent application does not comply with the requirements of unity of invention and relates to several inventions or groups of inventions, namely:

see sheet B

- ☐ All further search fees have been paid within the fixed time limit. The present European search report has been drawn up for all claims.
- ☐ As all searchable claims could be searched without effort justifying an additional fee, the Search Division did not invite payment of any additional fee.
- ☐ Only part of the further search fees have been paid within the fixed time limit. The present European search report has been drawn up for those parts of the European patent application which relate to the inventions in respect of which search fees have been paid, namely claims:
- ☒ None of the further search fees have been paid within the fixed time limit. The present European search report has been drawn up for those parts of the European patent application which relate to the invention first mentioned in the claims, namely claims:

1-3



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Office

**LACK OF UNITY OF INVENTION
SHEET B**

Application Number
EP 98 10 6516

The Search Division considers that the present European patent application does not comply with the requirements of unity of invention and relates to several inventions or groups of inventions, namely:

1. Claims: 1-3

Method of determining digital channel attenuation.

2. Claim : 4

Method of echo cancellation.

3. Claim : 5

Method of spectral shaping.

**ANNEX TO THE EUROPEAN SEARCH REPORT
ON EUROPEAN PATENT APPLICATION NO.**

EP 98 10 6516

This annex lists the patent family members relating to the patent documents cited in the above-mentioned European search report. The members are as contained in the European Patent Office EDP file on
The European Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

02-09-1999

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
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